

ADVANCED HEROQUEST™

THE TROLLSLAYER'S OATH

BY KEN ROLSTON

The ancient Dwarven halls of Durrag-Dol have been overrun by Skaven. The Heroes must journey deep within the World's Edge Mountains in the company of a fearless Trollslayer, Kili Thekkrsn. Kili has taken an oath to return Clan Durrag's ancestral heirloom, the mighty warhammer Sognirstane, to the Temple of the Living Ancestor in Durrag-Dol and has enlisted the Heroes to help him. So begins a dangerous battle against the Skaven and their mutated beasts.

This is a quest for four to six Heroes accompanied by Kili Tekkrsn and as many other Henchmen as the Heroes wish to bring along.

GM SUMMARY

The Trollslayer Kili Thekkrsn joins the Heroes as a Henchman. Kili refuses to accept any payment; he has joined the Heroes on the condition that they assist him in returning a magical hammer to its clan shrine in the ruins of the ancient clan Durrag colony. Durrag-Dol. Kili has forbidden the Heroes to plunder any Dwarven ancestral treasures, but he assures the Heroes that there is plenty of treasure to be wrested from the Skaven that now infest Durrag-Dol's ancient halls. A bounty of 5GC per pair of Skaven ears offered by the Imperial Dwarf League Council is a further inducement. Even more valuable, however, is Kili's intimate knowledge of the design and layout of Dwarven colonies like Durrag-Dol, which will be vital in exploring the ruins of this subterranean colony.

Durrag-Dol was a modest 500-Years-War colony in the World's Edge Mountains near the source of the River Stir, south of the great Dwarf city Karak-Kadrin. Durrag-Dol was never completed because its clan's earl-king, hearth guard, and clan warriors were slaughtered to the last Dwarf in a forest ambush far from their home and hearth during the closing months of the grim Elf-Dwarf wars of 4000 year ago. Without the protection of its clan warriors, Clan Durrag kinhearth was overrun and occupied by Orcs and Goblins in the early years of the Goblin Wars. The ruins of the colony are currently occupied by a Skaven clan nest.

Like most Dwarven colonies of its time, Durrag-Dol has several levels of farm galleries near the surface (levels 1 and 2), a main shaft (level 3), a gauntlet (level 4), and a kinhearth (level 5). Durrag-Dol also had workshops and extensive mines at lower levels, like all Dwarf colonies, but they are currently flooded and inaccessible. The Heroes will have to descend through the farm galleries, main shaft, and gauntlet to reach the kinhearth and the Temple of the Living Ancestor where Kili has sworn to deliver Clan Durrag's ancestral heirloom, the hammer Sognirstane (Roaring Stone in Khazalid).



KEVIN WALKER

RUNNING THE QUEST

Each time a Hero gains a Fate Point, he also attracts a Man-at-Arms. The next time a Hero gains a Fate Point, he attracts Kili Thekkrsson the Trollslayer instead of a normal Man-at-Arms. To begin the expedition, read the players' information (see the next page) aloud to your players. Then permit them to hire any Henchmen or purchase any new equipment before they begin their adventure.

The Heroes may take more than one expedition to explore Durrag-Dol and deliver Sognirstane to the Temple of the Living Ancestor. However, they cannot gain any new Fate Points until they have honoured their pledge to Kili and delivered Sognirstane to the Temple.

When Heroes return to Durrag-Dol after leaving it, all Quest Locations are re-stocked with monsters and otherwise returned to their original condition unless otherwise specified in the Quest Location descriptions.

KILI THEKKRSSON

Kili the Trollslayer becomes the Henchman of the Dwarven Hero with the highest Bravery score for the duration of this quest or, if there is no Dwarven Hero, Kili becomes the Henchman of the Hero of any race with the highest Bravery score. (If two or more Heroes have the highest Bravery score, roll dice to select Kili's favourite Hero.)

Kili will not accompany any Hero on any other quest until Sognirstane is delivered to the Temple of the Living Ancestor in Durrag-Dol. After Sognirstane is delivered, Kili will remain a faithful Henchman for the rest of his life, refusing any payment for his services.

Kili is a Berserker who automatically goes berserk at the beginning of a combat. He receives one free attack per turn, made at same time as his normal attack. Because he's frenziedly attacking without care for defence, he suffers a penalty of -2 to his WS when opponents work out their to hit roll. Kili must always move toward the closest enemy and engage him in hand-to-hand combat. He recovers from his berserk fit at end of combat.

Fate Points: Kili has one Fate Point until he delivers Sognirstane. Once Sognirstane is delivered, Kili has fulfilled his obligation of honour, and has no Fate Points. He may not gain Fate Points in the future. The goal of a Trollslayer is to die gloriously in battle, and Fate Points would interfere with the achievement of this praiseworthy end.

Trollslayer Henchman Special Rules

Trollslayers are subject to the Berserker special rules. Trollslayer Henchmen automatically go berserk at the beginning of a combat; the player controlling the Trollslayer Henchman does NOT decide if and when the Trollslayer goes berserk.

Trollslayers are not affected by the rules concerning Fearsome monsters.

Sognirstane

Sognirstane is a warhammer that adds +1 to the Strength of its wielder (already taken into account in Kili's current profile). He who bears Sognirstane hears mysterious, constant, muted sounds of whispery roaring audible only to the bearer. The sounds are the spirit voices of the Clan Durrag Living

START	CURRENT	WEAPON SKILL		START	CURRENT
8		8		6	5
5	3	5	3	8	
7	8	7	8	5	
8	10	8	10	1	
		NAME: KILI THEKKRSSON		WOUNDS	
		RACE: DWARF TROLLSLAYER		3	

HAND-TO-HAND COMBAT	TARGET	1	2	3	4	5	6	7	8	9	10	11	12
HIT ROLL		2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
HIT ROLL						

WEAPONS	RANGE	DAM.	DICE	FUMBLE	CRITICAL
SOGNIRSTANE	-	6		1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
LEATHER	-1	+1	-1
SHIELD	-1	+1	0
TOTAL	-2	+2	-1

EQUIPMENT
SOGNIRSTANE - MAGIC WARHAMMER (+1 TO STRENGTH)
NOTE: KILI IS A BERSERKER

Ancestor bound in the magical hammer. Also, when inside Durrag-Dol, the bearer of the hammer can hear the voices of the stone around them, rich with the spirits of the Durrag dead. When in a Dwarven tomb, the hammer speaks with one voice louder than others, but the words are still lost in the crowd and unintelligible.

If Kili is killed

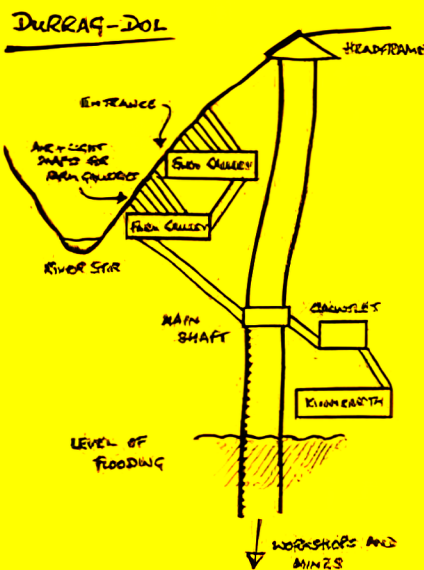
If Kili is killed before Sognirstane is delivered to the Temple of the Living Ancestor in Durrag-Dol, Kili lives long enough to make a dying speech to the Hero he follows. Kili hands Sognirstane to the Hero and croaks out the following last request to his Hero companions in a solemn and formal tone:

You honour my faith and blood, I make you obligation of honour and truefriend - take Sognirstane, and complete my quest, and make good my word. You fail me, my spirit will wander without rest forever, said and true - I swear on Alfgrinnar, Grungi, Grommo, the Nine, and all the Ancestors, you'll see my shade, you'll be sorry!

Kili will not tell the Heroes about Sognirstane's magical power, but if a Hero uses it, he will discover its virtue in combat. Thereafter, at the end of any expedition until Sognirstane is delivered, Kili's ghost appears to the Heroes and berates them as follows:

We are truefriends sworn on blood, gods, and Ancestors. This affair is a great stain on your honour. 'Til Sognirstane lies once more on the altar of Clan Durrag, your spirits shall find no rest. Shame not me by craven cowardice. Show yourself proud and earn the Ancestor's blessing.

Until the Heroes place Sognirstane on the Durrag ancestral altar, the Heroes cannot gain Fate Points, regardless of the completion of any Quest.



You and your companions know better than to visit the Hammer and Horn Inn on Dwarf Night. For one thing, Innkeeper Gunnar puts all the furniture in the cellar – sensible enough, but it makes proper social drinking a tad uncomfortable. And since Dwarf Night is the one night a week that Gunnar lets Trollslayers into the tavern, those that do come are very thirsty and full of irrepressible manic energy. But... well... you were thirsty, and it seemed a shame to waste such a pleasant night polishing your weapons.

The Trollslayer Thekkrrson's challenge to a drinking contest was presented in such a cheerful and friendly fashion, and in so loud and public a voice, that you didn't see how you could refuse. And after five rounds of ale-and-whiskey slammers, you were sure you could outlast the fellow. Your companions report that you were indeed the last one standing, though only by a breath or two, and they also confirm that you had a long and apparently profound private conference with Kili while reclining at your ease upon one another in the sawdust heaped on the floor to soak up the various by-products of earnest social drinking.

Though you have no recollection of it, Kili has apparently sworn a solemn oath to follow you as a faithful companion for the rest of his days on earth – not such a long time, given the suicidal tendencies of Dwarfven Trollslayers. These Trollslayer Dwarfves have been disgraced or humiliated by some private matter and in consequence have sworn an oath to redeem their tarnished honour by seeking death in combat against the monstrous creatures that have overrun the ancestral subterranean homelands of the Dwarfven race.

And, according to your companions, you have in return sworn a solemn oath to assist Kili the Trollslayer in returning an ancestral relic to an altar in the ruined halls of the extinct Durrag clan. Last night the trifling matter of a nest of Skaven currently occupying those ruins seemed hardly worth mentioning; indeed, you can't remember giving it a single thought. You'd like to remember, but the throbbing of your head and the industrious attempts of your stomach to rid itself of its scant fugitive contents have been terribly distracting.

Last night under the influence of strong spirits Kili was almost cheerful and fraternal. This morning his more typical sour and morbid Trollslayer personality is in evidence. You wince but struggle manfully to conceal your discomfort as he outlines in a gruff and booming voice the insignificant obstacles that may face you in your coming expedition into the ancient Dwarfven colony of Durrag-Dol.

Kili scratches a crude diagram in the wooden floor with a knife point as he tells you in his thick Khazalid accent and broken Old Worlder about the design and layout of Dwarfven colonies:

"At top, near the surface, are High Galleries." (Kili points to two levels close to the entrance to the underground colony.) "Barracks, beast pens, warehouses, fodderhalls... depends on the colony. Narrow shafts to surface for light and water – too narrow for us. We go in front door, here, at first level."

"Then we cross main shaft at third level." (Kili points at a long, deep shaft that extends from the surface to deep beneath the earth.) "Stairs go from High Galleries to walkways that cross main shaft. One false step and die. No rails on walkways, and the shaft is... deep. Perfect ambush spot. We fight Skaven guards sure, maybe traps."

"Then we take stairs down to Gauntlet, fourth level, large chambers, secret passages to let defenders trap and butcher intruders... like us. Skaven wait for us there, too, sure."

"Finally, here, fifth level, past Gauntlet, is Kinhearth, with Earl's Hall and Hall of Ancestors. Here altar of Living Ancestor – altar always in Hall of Ancestors – hidden by secret door maybe. No, no, no – never been down here, no, but I seen many like it, all the same. You know Dwarfs – find something that suits and stay with it, said and true."

"Here, down at bottom of main shaft, workshops and mines. Many miles. Bottom level flooded, so we not go there."

"Now, Skaven," Kili said, rocking back on his huge feet and frowning. "Most slaves, some warriors. Maybe Beastmaster, and Rat Ogres, maybe. Skaven use Rat Ogres for heavy work. If Fate is a Friend, we find Troll. If we do," Kili peers intently at you, "he's mine. Understood? Okay. What else. Maybe Skryre warshooters. Plague Monks, maybe. Could be rat wizards, maybe. But this was small colony, never finished, not many ratboys. Mines flooded, no warpstone, no ore, so maybe ratmen not interested."

"Now I tell about hammer." Kili pulls it from his belt and takes the leather sheath from its gleaming stone head. "Her hammer name is 'Sognirstane.' Yes, manlings, you see magic of the Dwarfs, said and true, and I know her name, the old Durrag tell me so himself. He is... heh... was clan earl-king, he dead maybe four-thousand years, lie in the gods-forsaken woods of Bretonnia with rest of hearthguard, butchered like sheep with all his warriors by damned High Elf filth – pardon, Sharp-Ears. Okay. Wood Elf is not High Elf, and I intend you no offence of honour."

"I travel in woods, gets dark, I sleep out under trees, and old Durrag comes to me in a dream, says go here and dig there and I find this magic hammer. Take her back to clan altar, he says, or he haunts me in the world ever-after. Such Dwarfs are hard of word and honour, said and true; what Dwarf says, Dwarf will do. So I take hammer and swear to Ancestors."

Kili shows the Heroes the hammer and lets each of them hold it, saying, "Listen here! Shh! Be quiet! Listen very careful." And as each Hero takes the hammer in his hands, he hears a mysterious, muted droning sound, a whispery roaring audible only to the hammer's bearer. "Hear that?" Kili whispers. "What you hear, that is voices of Living Ancestors. They want to be passed on, but no Living Ancestor of Clan Durrag to welcome them, all dead. I return them to clan altar, where they join spirits of clan hearth, join the Great Sleep, maybe, maybe pass on, who knows."

"So we go, you and I." Kili points to you. "We'll deliver hammer. You and I have sworn, so we do. True men like us (Kili points at Human, Elf and Dwarf respectively) are nothing without name, honour, and word, said and true?"

"So. Now. You know what you must know," Kili concludes, sheathing Sognirstane and stuffing his few possessions into a small backpack. "We go. Now. Soon started, well started, said and true."

MONSTERS OF DURRAG-DOL

The current occupants of Durrag-Dol are Skaven and all the various types of Skaven detailed in the Advanced Heroquest rulebook are used.

In addition, four new types of Skaven Specialists – Slavemaster, Slave, Gutter Runner, and Beastmaster – and two new large monsters – the Rat Ogre and the Cave Troll – are encountered in Durrag-Dol. The Rat Ogre and the Cave Troll are also subject to the new special run amok monster rules (see below).

Skaven Slavemaster

The Clan Rictus Slavemaster rules his slaves with fierce brutality and the cruel lash. Skaven Slaves will not stand in combat unless intimidated by the Slavemaster's poisoned whip.

Unless a Skaven Slave is within six squares of a Slavemaster or within line of sight of a Slavemaster, the slave must roll his Bravery at the beginning of each turn or he runs from combat as fast as he can.

Skaven Slave

Skaven Slaves perform the heavy, menial and dangerous labour of the Skaven clans, and may be forced into battle as a poor and reluctant militia. Armed with improvised weapons like tools and agricultural implements, they present little threat to well-armed Heroes. Further, unless chained in position or dominated by the Slavemaster, Skaven Slaves will often run at first opportunity when confronted with an armed enemy.

Skaven Slaves can open doors just like Skaven Sentries. However, Slaves open doors so they can run away, so they do not gain +1 on surprise like Sentries and don't place a door in the room if there isn't one as you would with Sentries.

Skaven Gutter Runner

Skaven Gutter Runners are lightly-armed Skaven scouts and skirmishers. Armed with slings, they harry attackers from afar, but are weak in hand-to-hand combat.

The sling's maximum range is 12 squares, it does 3 dice of damage, and is treated as a move and throw missile weapon.

Skaven Beastmaster

Clan Moulder Beastmasters train and handle the various domesticated creatures of Skaven culture, including the mutated beasts of war like Tracker-Rats and Wolf-Rats.

Beastmasters also train and handle the giant creatures who serve the Skaven as beasts of burden and war like the Rat Ogre and the Cave Troll. Without the loving guidance of the Beastmaster's whip and goad, these creatures may run amok.

Unless a Rat Ogre or Cave Troll is within six squares of a Beastmaster or within line of sight of a Beastmaster, the large creature must roll his Bravery at the beginning of each turn or he runs amok.

Rat Ogre

The product of generations of selective breeding and warpstone-induced mutation, the Rat Ogre is a giant species of Skaven with primitive, brutal intelligence domesticated as a beast of burden and warfare.

Unless controlled by a Clan Moulder Beastmaster, a Rat Ogre in fighting frenzy may run amok and attack friend or foe indiscriminately.

Cave Troll

The Cave Troll has been successfully domesticated by the Skaven as a beast of burden and somewhat less successfully as a beast of war. Many Cave Trolls are too stupid to use tools like weapons, and are very unreliable in battle unless handled by a Beastmaster.

Run Amok: Special Rule for Monsters

Rat Ogres and Cave Trolls must roll their Bravery at the beginning of each turn or **run amok**. A creature that runs amok moves to attack a randomly-selected model, friend or foe, within five squares. If no model is within five squares, the creature stands in place and bellows and roars, waiting for something to come close enough to butcher.

CHARACTER MONSTERS

The Skaven-occupied ruins of Durrag-Dol contains three character monsters: the Clan Eshin Assassin Kheewyzz, the Clan Mors Warlord Shaffat, and the White Skaven Sorcerer Tsekkaz.

Assassin Kheewyzz

Kheewyzz is responsible for the security of the Durrag-Dol nest. Since the location of Durrag-Dol is apparently unknown to Orc raiders and adventurers, and since Durrag-Dol's flooded mines and workshop levels make it of little interest to competing Skaven nests, security here is fairly lax. However, by the time the Heroes reach level 3, Kheewyzz has received news of the intruders and has raced to the main shaft to organize its defence. He knows that, because of his weak security precautions, the nest is in serious danger unless he can delay the intruders, giving Clan Mors and Clan Moulder time to organize more substantial defenses in the Gauntlet and Kinhearth. Since Kheewyzz's life is forfeit if the nest is overrun as a result of his carelessness, he fights desperately to slow the Heroes down on level 3. However, Kheewyzz should use his ability to Escape so he can return later to join the defence of the Gauntlet and Kinhearth.

Warlord Shaffat

Shaffat is a minor clan war leader. His personal abilities are modest; he holds this nest only because no greater Skaven has deigned to challenge him for it. His magical halberd is an heirloom from the long-past glory days of his clan. He lacks nothing in courage, but his warriors and champions are less a threat than the giant Rat Ogre and Cave Troll of the Clan Moulder Beastmasters.

Sorcerer Tsekkaz

Tsekkaz, an albino wizard, is the only Skaven of Durrag-Dol of any distinction. He has chosen to live in this lesser nest because he has made powerful enemies among the Grey Seers, and he would prefer to avoid their scrutiny as much as possible. Though Shaffat as Warlord is the nominal ruler of the nest, Tsekkaz is in fact the dominant power here. Tsekkaz wears a remarkable artifact, The Black Hand of Death, a black enchanted gauntlet with bits of refined warpstone set in the end of the fingers. Each turn Tsekkaz may automatically touch one model within his Death zone. That model immediately takes 12 dice of damage. The Black Hand of Death is enchanted to harm only Humans, Dwarfs and Elves, and is not usable by the Heroes, though it may be sold to any College of Magic for 200 GC as a rare magic device for study.

DUNGEON ROOMS AND PASSAGES

Levels 1 and 2 of Durrag-Dol are created using the Durrag-Dol Passage and Room Generation Tables:

PASSAGE LENGTH TABLE

D12	Passage Length
1-2	1 Section
3-8	2 Sections
9-12	3 Sections

PASSAGE FEATURES TABLE

2D12	Passage Feature	2D12	Passage Feature
2-5	Wandering Monsters	19-20	2 Doors
6-14	Nothing	21-24	Wandering Monsters
15-18	1 Door		

PASSAGE END TABLE

2D12	Passage End	2D12	Passage End
2-3	T-junction	15-18	Left Turn
4-7	Dead End	19-22	Dead End
8-11	Right Turn	23-24	T-junction
12-14	T-junction		

ROOM TYPE TABLE

D12	Room Type	Room Size
1-2	Normal	Small
3-8	Hazard Room	Small
9-10	Lair	Large
11-12	Quest Room/ Hazard Room*	Large

* Quest Rooms contain stairs down to the next level. There is only one Quest Room on each level. The second and subsequent times an 11 or 12 is rolled, the room is a Hazard Room.

ROOM DOORS TABLE

D12	Number of Doors
1-4	None
5-8	1 Door
9-12	2 Doors



Quest Room, Level 1

The monsters in this Quest Room are especially alert since they guard access to lower levels; these monsters receive a bonus of +2 to surprise rolls.

Only one set of stairs leads down to level 2; the second and subsequent times an 11 or 12 is rolled on level 1, the room is a Hazard Room.

Quest Room, Level 2

The level 2 Quest Room contains eight Skaven Warriors and two Champions; they carry 120 GC. Do not roll on the Quest Room Matrix. The room also contains a treasure chest; roll on the Treasure Chests Table. Also place in the room a set of stairs against the wall opposite the door entered by the Heroes, and place the Throne in the centre of the room to represent a statue of a seated Dwarf.

Read the following aloud when the Heroes enter the room:

The ten Skaven in the room turn as one when their sharp ears hear you enter. Against the far wall you see a set of stairs leading down. In the centre of the room is a statue of a seated Dwarf.

If the Heroes defeat the Skaven, they may take a closer look at the statue. Read the following aloud:

A cast-iron statue of a venerable Dwarf seated on a throne sits in the centre of the room. Garbed in the robes of a clan spiritual leader, the long-bearded Dwarf looks down at one open palm outstretched in front of him. An inscription is carved into the front of each chair leg. The first reads, "The Gift of Gold is a Precious Seed." The second reads, "The Flower of Wisdom is Precious Indeed."

If Kili accompanies the Heroes, read the following aloud:

Kili studies the statue. "Don't know. Never seen this before. A priest by robes. Could be a shrine, maybe. Dwarfs hold gold dear, said and true – but smart Dwarf holds wisdom more dear than gold."

This is a clan ancestral temple honouring a sage priest and all-father of the clan. The spirit of this long-dead priest haunts the chamber. In return for gold coin offerings placed in his hand, the spirit offers advice and wisdom to supplicants.

When 10 GC or more have been placed in the statue's open hand, they disappear with a sun-silver flash and a Dwarf's voice echoes throughout the chamber. Read the following hints aloud to the Heroes each time a sufficient offering is placed in the statue's hand. Speak in a low, whispering, hissing voice to suggest the unearthly speech of the spirits. After the third hint, all offerings are rejected (that is, they do not disappear) and the statue speaks no more. Once the Heroes have received all three hints, the statue will never accept their offerings or speak to them again.

Hint 1: *Beware the touch of the Rat Wizard's Glove!*

Hint 2: *Upon the Altar of the Living Ancestor shall you dedicate the ancient treasures of the Earl-Kings-Beneath-The-Mountain and thus shall you earn his blessing.*

Hint 3: *Cleanse the clan hearth of the Chaos rattling filth, and you shall earn the inheritance and bear the name and blessing of Clan Durrag.*

Only one set of stairs leads down to level 3; the second and subsequent times an 11 or 12 is rolled on level 2, the room is a Hazard Room.

DURRAG-DOL HAZARDS

When Heroes explore Levels One and Two of Durrag-Dol, use the following Hazard Table and Hazard Descriptions instead of the Hazards in Advanced Heroquest, pages 26-29.

HAZARD TABLE

D12	Hazard	D12	Hazard
1	Wandering Monsters	7	Rat Coop
2	Wandering Monsters	8	Moulded Rat Kennel
3	Mould Frames	9	Bat Coop
4	Mould Frames & Slaves	10	Sewer Drain and Dump
5	Dwarf Slave*	11	Pool
6	Grate	12	Dwarven Tomb

* This Hazard is a one-time event. The second and subsequent times this Hazard is rolled, treat the Hazard as Wandering Monsters.

Wandering Monsters

Roll on the Wandering Monster Matrix to determine the number and type of monsters present.

If any Skaven has escaped in a previous combat, the Skaven encountered are a patrol looking for intruders, and receive a +2 bonus to their surprise roll. If no Skaven has escaped in a previous combat, the Skaven encountered are engaged in weapons training and exercise, and the Heroes receive a +2 bonus to their Surprise roll.

Mould Frames

Lattice frames made from dried giant mushroom stalks are spiked to the ceiling. From these lattices hang thick curtains of glistening varicoloured moulds, with long vine-like strands supporting damp clots of densely-twined mould fibres.

Note: Because of these curtains of mould, line of sight to any target in these rooms is partially obscured.

If Kili accompanies the Heroes, read the following:

Kili whispers, "Ratmen eat soft moulds. Beat stalks into pulp and use fibres for rope cloth, and other such. Use Slaves, they do all work. Slaves not fight, or fight badly, but Slavemasters – ones with whips – are death-tough, said and true."

An unsupervised clanrat Slave is pruning and harvesting mould fibres for food and materials. Because of the obscured line of sight, do not place the Slave or go to combat until a Hero enters the room.

The Slave can open doors as a Sentry. If there is an unblocked exit, the Slave will attempt to escape through it. If the Slave escapes, the GM may take select a random dungeon counter. If there is no unblocked exit, the Slave will cower in a corner and refuse to fight. A Slave with no unblocked escape route will not resist capture, and may be left behind tied up or may be dragged along like a KO'd Hero.

Mould Frames and Slaves

This room is identical to the Mould Frame room above. However, 4 Skaven Slaves tending the mould crops here are supervised by a Slavemaster. Because of the obscured line of sight, do not place the Slaves or Slavemaster or go to combat until a Hero enters the room. If at least one Skaven escapes, the GM may take a wandering monster counter.



Grate

Through the grate a dark, filthy room may be seen below. Six naked Skaven Slaves huddle together in a tangled pile in one corner, snoring, twitching, and squeaking in the throes of unimaginable Skaven dreams.

If Kili accompanies the Heroes, read the following:

Kili whispers, "Ratman slaves. Too easy. Not worth killing."

Heroes may descend into the room below as with the normal Grate Hazard Room. Heroes may kill the Slaves with ease, let them escape, or capture them and tie them up. Slaves may be left behind tied up or may be dragged along like a KO'd Hero. The Skaven Slaves are not re-stocked if removed from the room or killed.

Rat Coop

The floor of this room is covered with a carpet of fat, well-fed rats.

This room is like the normal Rat Hazard Room. The Heroes have the same five choices (Rat Poison, Greek Fire, Magic, Fight It Out, and Slam the Door), except that Heroes who enter the room discover that they do not have to Fight It Out – for these rats are as docile as domesticated chickens. If they enter the room expecting to Fight It Out, read the following:

The sleek, well-fed rats swarm around your feet, casting their tiny muzzles and eyes up expectantly at you. They appear to be bred and domesticated like chickens. Fragments of dried mushroom meal on the floor suggests their diet. A specimen of this domesticated rat is worth 10 GC to a scholar – but you'll never sell more than one.

Dwarf Slave

Two Skaven and a wretched-looking, half-naked Dwarf are pounding long strands of mould in a shallow trough in the floor with wooden mallets. The Skaven are unfettered, but the Dwarf wears a stout chain fastened to metal cuffs around his ankles. A Slavemaster is supervising the labour. The Dwarf looks at you with dull incomprehension for a moment then, croaking hoarsely with excitement, he turns and swings his mallet at the nearest Skaven.

If the Dwarf is rescued from his captors, he becomes a Henchman to the Dwarf Hero with the highest Strength score (or Hero with the highest Strength score if there's no Dwarf Hero). The Dwarf Henchman does not have to be hired, but he has no arms or armour; these must be provided by the Hero.

Dwarf Slave

	WS	BS	S	T	Sp	Br	Int	Wounds	PV			
Current	8	5	7	8	6	8	5	3	1			
Target WS	1	2	3	4	5	6	7	8	9	10	11	12
Hit Roll	2	2	2	3	4	5	6	7	8	9	10	10

Damage Dice: 2

While wearing the chained cuffs, the Dwarf's Speed is 2. The cuffs can be broken open, but each attempt takes one complete exploration turn. No more than two Heroes can attempt to break open the cuffs at a time. Roll a dice and add the Heroes' Strengths – if the score comes to 20 or greater, the cuffs are broken open and the Dwarf may move at his normal Speed.

In addition, if the Dwarf Slave is rescued, he tells the Heroes what he knows about Durrag-Dol. Read the following aloud:

"I came down here two years ago. I thought I might find something the filthy Orcs, Goblins and Skaven had missed. I got as far as the main shaft, where the rats crippled me and took me captive. It's a tricky spot. There's walkways around the right and left walls, but there's a bunch of magic traps on them, little runic things inscribed on the stone flags that burst into flame when you step on them. Almost impossible to find them in the bad light. There's a centre walkway, too, runs right across the open shaft, no rails and walls on the edge of course. That's the way to go, but they had a bunch of ratboys with slings, and they flung a hailstorm of stones at me. One broke my ankle, and that was that. Don't know nothing about the lower levels; they kept me up here in the slave pens with the other Skaven."

If at least one Skaven escapes, the GM may take a random dungeon counter.

Clan Moulder Rat Kennels

A pack of huge, snarling, dog-sized rats lunge at the door as you open it.

If Kili accompanies the Heroes, read the following:

Kili yells, "Warp rats! Disease! Watch bites!"

Go immediately to combat.

	WS	BS	S	T	Sp	Br	Int	Wounds	PV			
Current	4	0	3	2	8	3	3	1	1			
Target WS	1	2	3	4	5	6	7	8	9	10	11	12
Hit Roll	7	8	9	10	10	10	10	10	10	10	10	10

Damage Dice: 2

The warp rats cause disease.

These warp rats always move, then attack. They always attempt to move as far as possible – in other words, attempt to Escape – before they attack. The rats are not affected by a Hero's Death Zone and Heroes are not affected by a warp rat's death zone. The rats attempt to escape from the room and the Heroes. For each rat that escapes, the GM may draw one dungeon counter at random.

The skin of a single dead warp rat is worth 5 GC as a scholar's specimen; other skins collected now or later are worthless.

The Bat Coop

Dozens of large, fat bats dangle from racks on the ceiling. In the centre of the room an emaciated, sickly-looking dog-sized rat lies on its side.

If Kili accompanies the Heroes, read the following:

Kili yells, "Blood-suckers! Disease! Watch bites!"

This room is like the normal Bat Hazard Room. These are vampire bats – they've drained the warp rat of its blood, and they swarm immediately to attack any fresh source of blood that enters the room. The Heroes have the same five choices (Screech Bug, Greek Fire, Magic, Fight It Out, And Slam the Door), except that any wound taken from these nasty domesticated vampire bats may cause disease. The weak, bat-bitten rat clearly indicates their normal diet. A single specimen of a vampire bat is worth 10 GC to a scholar; other specimens collected on this or other expeditions are worthless.

Pool

A cluster of whitened bone fragments lie scattered across the bottom of a clear, shallow pool. Among the bones a tiny silvery metallic object glints.

If Kili accompanies the Heroes, read the following:

Kili scratches his head, puzzled. "Should be water well for the farm. Looks and smells clean – but the bones, I don't know...."

The pool contains blind cave piranha, a choice Skaven delicacy which they harvest by sticking a haunch of meat into the pool, then flipping the ravenous piranha out of the pool as they clamp their powerful jaws into the hunk of flesh. Any Hero who sticks his hand into the pool searching for treasure unwittingly reinvents this distinctive Skaven fishing technique. Roll four damage dice. The metallic glint is a magic Crossbow Bolt of Death that slew a Skaven who was subsequently used as cave piranha bait.

Sewer Drain

The fetid odour of filth and decay is almost overpowering. You see a long, deep trench running across the centre of the room from one side to the other. The trench is about ten feet deep, with rank, dirty water running through it through low stone arches on the right and left side of the room.

If Kili accompanies the Heroes, read the following:

Kili says, "Phew. Sewer drain – and not cleaned since Great War, you bet. Filthy stinkers. Is wonder not clog or flood."

Use the Chasm to indicate the Sewer Drain. Treat the Sewer Drain as a Pit Trap that the Heroes have successfully spotted.



RUSS NICHOLSON

Models may leap over the Sewer Drain if they can roll less than or equal to their Speed. If they fail, they fall in and may take damage, then attempt to climb out. If there is more than one door to this room, at least one door must be on the opposite side of the Sewer Drain.

If Heroes Search for Hidden Treasure, roll on the Hidden Treasure Table, except that on a roll of 17-24, inform the Heroes that with a rope a Hero can descend into the Sewer Drain and search. If they have no rope, a Hero can climb down if he rolls less than or equal to his Strength. If he fails, he takes damage as if falling into a Pit Trap. Climbing out is as climbing out of a Pit Trap.

If the Heroes descend into the Sewer Drain and search, roll again on the Hidden Treasure Table, except that on a roll of 17-24 the Heroes have found a Dwarfven Helm (BS-1, T +2) concealed behind a loose stone along with 25 GC.

Dwarven Tomb

The door opens on a low-roofed chamber with a number of horizontal, man-sized niches cut into the walls, some open, some covered with rock slabs.

If a Wizard enters the room, read the following:

You feel the tension of magical forces in this room. When you close your eyes for a moment and concentrate, you sense a diffuse aura of power in the air before you and hear a distant, indistinct murmuring as of a thousand voices whispering together.

If Kili accompanies the Heroes, read the following:

Kili says, "Dwarf common folk – all but nobles – buried in simple vaults down colony passageways. Each vault has several family burials. Once the burials

were all sealed by stone slabs; some looted later by Orc and Skaven filth. Families bury their dead and treasure with him, but most is gone, stolen by rats and filth. (Ptui!) Traps and curses of Dwarf tombs are death. You smart? Don't touch."

If a Hero searches a tomb for treasure, roll two dice and consult the following table. Before you roll the dice, warn the Hero that searching involves opening burial niches and disturbing the final remains of long-dead Dwarfven. Kili advises strongly against disturbing Dwarfven dead, and the Hero may not be willing to risk searching the room under the circumstances. If he does search the room, he must be prepared to deal with the consequences.

DWARVEN TOMB TREASURE TABLE

2D12	Result
2-6	The tomb seems promising at first, but finally nothing of value is discovered. The GM may draw 1 dungeon counter.
7-16	Nothing of value remains, but searching the room is easy and results in no appreciable delay.
17-22	The Hero finds an unusual piece of ornamental jewelry dating from the early Dwarfven occupation of the colony. Roll a dice and multiply the score by five to find the value of the treasure in gold crowns. See <i>Curse of the Living Ancestor</i> in <i>Leaving Durrag-Dol</i> .
23	The Hero discovers a treasure chest hidden in the tomb. Roll a dice to see if the treasure chest is trapped. If the roll is odd, the chest is trapped; if the roll is even, the chest is not trapped. If there is a trap, roll on the Traps Table to determine the type of trap. Roll two dice and consult the Treasure Chests Table to determine the contents of the <i>trerrag-Dol</i> .
24	The Hero finds a hidden magical treasure dating from the early Dwarfven occupation of the colony – roll two dice and consult the Magic Treasure Table. See <i>Curse of the Living Ancestor</i> in <i>Leaving Durrag-Dol</i> .

QUEST LOCATIONS MAP KEY			
(SS)	Skaven Sentry	(JZ)	Skaven Jezzailachis
(SK)	Skaven Warrior	(SL)	Skaven Slave
(SC)	Skaven Champion	(SM)	Skaven Slavemaster
(GR)	Skaven Gutter Runner	(T)	Troll
(SG)	Skaven Poisoned Wind Globadier	(RO)	Rat Ogre
(BM)	Skaven Beastmaster		

DURRAG-DOL QUEST LOCATIONS

The 3rd, 4th and 5th levels of Durrag-Dol have been pre-generated as Quest Locations.

Exploration Turns: For these three levels, follow the maps of the Quest Locations when laying out the floorplans.

Dungeon Counters: May be used in Quest Locations.

Secret Doors: None but those indicated on maps. Heroes may search normally and may search any wall, not just dead ends.

Hidden Treasure: Unless mentioned in a room description, there is no hidden treasure in Quest Locations. Heroes may search normally but won't find anything. Monster ears collected for bounties must be kept track of by the players, but there is no limit to the number of ears a Hero may carry.

LEVEL THREE: MAIN SHAFT

The main shaft of the Dwarven colony is an open shaft running from the surface to the lower levels of mines. Access from the farms to the residential sections of the colony cuts across the main shaft on narrow bridges of stone. Narrow stone walkways run around the outer walls of the shaft. The walkways and bridges have no guard rails or walls, and a single misstep will plunge the careless traveller into the echoing bottomless darkness of the main shaft.

This natural choke-point is the first major element in the defences of the Dwarven colony. Routes across the shaft are routinely trapped and guard chambers block access from the shaft to the kinhearth and other residential areas.

The main shaft traps of a colony like Durrag-Dol lack the elaborate mechanical elegance and fiendish subtlety of Freehold and First Empire devices. Instead the traps were often magical in nature, or omitted altogether in favour of less expensive, more flexible Dwarf warrior defenders. Durrag-Dol's current Skaven occupants rely on their White Skaven Sorcerer's Dark Magic traps and their Skaven Gutter Runners to delay and punish intruders while stouter defences are prepared at lower levels.

Skaven Characters

When the Heroes enter level 3, take the Clan Eshin Assassin character monster counter. This counter represents the Assassin Kheewyzz may be played at the beginning of the Gamesmaster phase of any combat turn.

THE MAIN SHAFT

As you reveal the layout, explain carefully to the players that there are no walls on the interior sides of the outer walkways and no walls at all on the walkway that crosses the main shaft.

When the Heroes look through the bars of the lowered portcullis into the main shaft, lay out the main shaft as indicated in the diagram and read the following:

The vast darkness before you is dimly illuminated by glowstones. A huge open space like a vertical mine shaft extends out of sight above and below. Above you faint daylight can faintly be discerned through the ventilation portals of the great headframe. Below you the shaft drops into the depths of the lower mine levels.

Across this wide shaft are three narrow stone walkways. One walkway extends directly across the centre of the open shaft to a recessed chamber on the opposite wall. A man-sized figure in armour with a weapon stands at the far end of the central walkway in front of passage beneath a raised portcullis. There is a closed door to the right of the figure. The other two walkways hug the walls to your left and right and lead around the outer margins of the shaft to the opposite recessed chamber. No rail or wall restrains a traveller upon the walkways.

If Kili accompanies the Heroes, read the following:

Kili yells, "Get the sentry! He warns others!"



Sentry

Go to combat. The man-sized figure is a Skaven Sentry. Unless prevented by lucky missile shots, the Sentry squeaks a loud alarm and runs immediately beneath the raised portcullis towards the stairs to level 4 to warn of the presence of intruders.

When combat is over (that is, when the Sentry has escaped or has been killed by missile fire from the Heroes), return to exploration turns and read the following.

A steady draft of cool, fresh air moves down the shaft from above. Huge stone pipes bound with iron run up and down into the darkness along the walls of the shaft. Some pipes are cold to the touch, covered with condensation and filled with the roar of moving water. Others are quiet and at air temperature.

The central walkway spanning the deep shaft is clearly the most often travelled, its surface worn smooth by frequent passage. The outer walkways are obviously much less frequently travelled.

At the far side of the central walkway one set of stairs leads down the centre of the shaft from the central walkway. Another set of stairs leads up the shaft from the central walkway. Neither stairway shows signs of common use.

If Kili accompanies the Heroes, read the following:

Kili says, "Good spot for ambush. Wizards or Warshooters hit us from far away. We move fast, but watch for traps."

MAIN SHAFT MAP KEY

A: Choke Magic Traps

Squares marked with Choke symbols (see map key) are triggers for Choke traps. Place the magic circle template over the Hero who set off the trap. Any model under the template is in the trap's area of effect and suffers the effects of the Choke spell.

These traps may be spotted on a 9 or less, and may be disarmed on a 7 or less. If the trap has been disarmed before the victim chokes to death, the victim does not die and suffers no further effects from the trap.

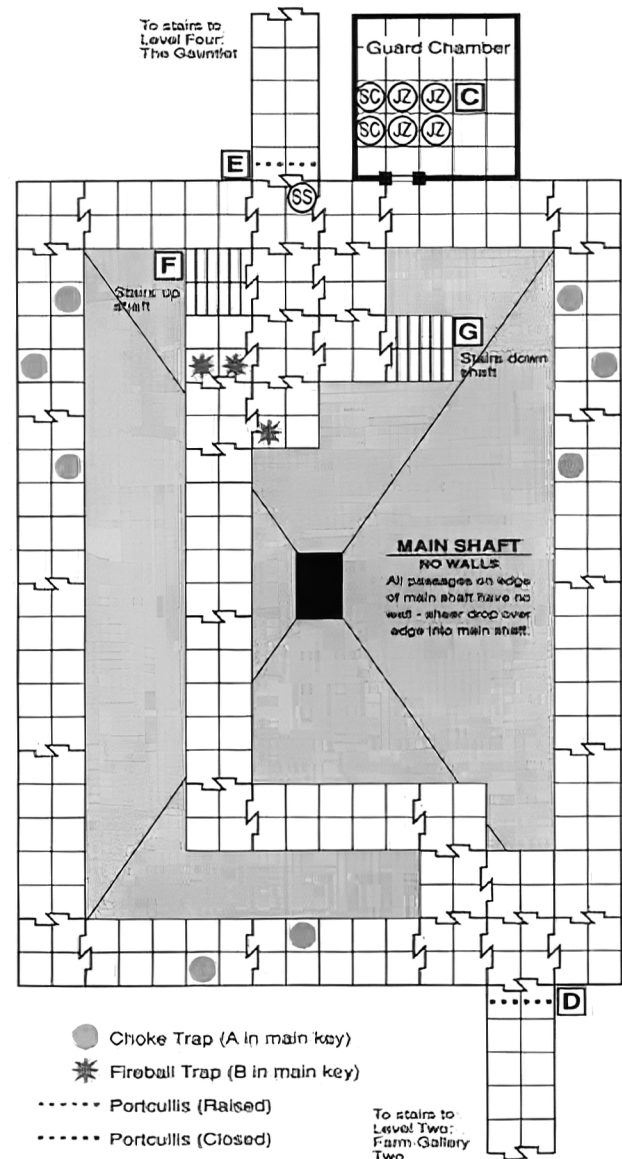
B: Fireball Traps

Squares marked with Fireball symbols (see map key) are triggers for Fireball traps. Place the magic circle template over the Hero who set off the trap. Any model under the template is in the trap's area of effect and suffers the effects of the Fireball spell.

These traps may be spotted on a 9 or less, and may be disarmed on a 7 or less.

C: Guard Chamber

The Skaven in this room wait one turn after hearing the Sentry's cry of alarm, then they open the door at the end of the Heroes' turn. Go to combat. The Skaven Jezzailachs move out onto the walkway and fire at the Heroes while the Champions move to guard the lowered portcullis across the corridor to level 4. Thus the Heroes may stumble into the



magic traps in their hurry to get into hand-to-hand with the Skaven. The room contains a treasure chest; roll on the Treasure Chests Table to determine the chest's contents.

D & E: Portcullises

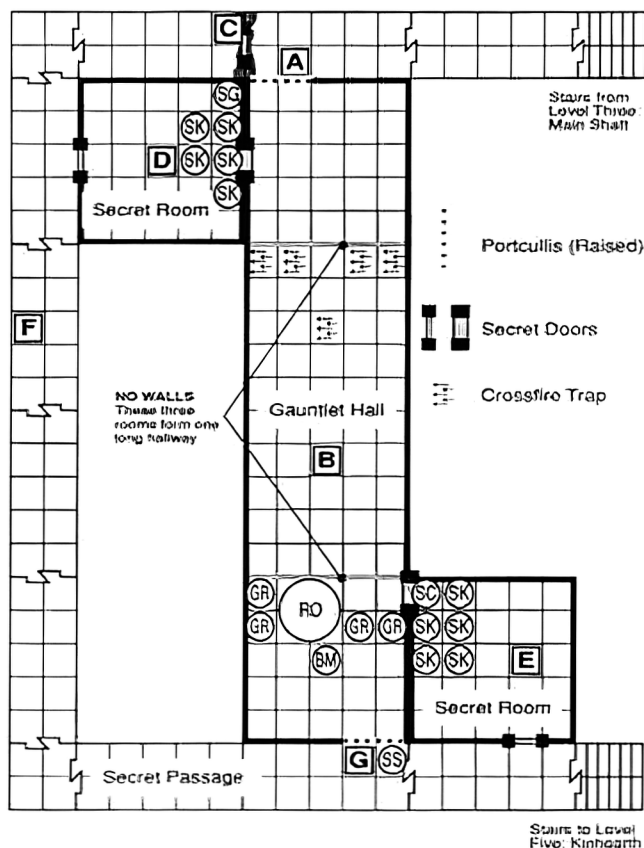
When the Heroes enter this level from the Farm Galleries, Portcullis D is lowered across the entire section of walkway. Portcullis E lowers immediately after the Skaven Sentry Runs beneath it toward the stairs to Level Four, becoming an obstacle to the Heroes. If the Sentry does not run beneath the portcullis, it remains raised.

F: Stairs Up and Out

These stairs lead up 100 yards to a ventilation and inspection grate which may be removed, permitting the Heroes to emerge from the shaft's headframe into the outside world.

G: Stairs Down to Workshops and Mines

These stairs lead down to the flooded workshops and mine levels. Since the Hoist Chamber at Durrag-Dol was never finished, these stairs were the only way the residents could travel between the kinhearth and the workshops and mines below.



LEVEL FOUR: THE GAUNTLET

The second major defensive choke-point of the Dwarven colony is the Gauntlet. The Gauntlet is a large trapped chamber with secret doors and passages to permit the colony's defenders to surprise and outflank intruders. In a colony like Durrag-Dol, the Gauntlet's traps are fairly simple and straightforward. The primary obstacle to intruders is expected to be the mighty Dwarven warriors of the colony who may emerge into the central chamber through secret doors while portcullises close off the intruder's escape route.

Skaven Characters

When the Heroes enter level 4, take the Clan Mors Warlord character monster counter to represent the Warlord Shaffat. This counter, and the counter representing Assassin Kheewyzz, if he is still alive, may be played at the beginning of the Gamesmaster phase of any combat turn.

The Gauntlet

As you reveal the layout, explain carefully to the players that there are no walls between the two small rooms and one large room that make up the twenty-square-long Gauntlet Hall (area B on the map).

When the Heroes look through the bars of the lowered portcullis into the Gauntlet, go to combat turns. Lay out the Gauntlet Hall as indicated (do not, of course, lay out the secret rooms or passages) and read the following aloud:

You stand at the end of a corridor. To your right on the corridor's dead end, a huge, dirty rat-hair tapestry hangs on the wall. Before you is a lowered portcullis.

Through the portcullis you see a long hall with a high arched roof. At the far end of the hall a huge, giant-sized rat towers over a leather-armoured Skaven with a

whip and goad. On each side of the giant rat are two Skaven Gutter Runners. Behind them a raised portcullis hangs above the only exit.

If Kili accompanies the Heroes, read the following:

Kili yells, "Yah! Rat Ogre! Get that portcullis up and let me at 'im!" As soon as he can, Kili goes berserk and charges across the hall to attack the Rat Ogre.

GAUNTLET MAP KEY

A: Portcullis

When the Heroes enter this level, Portcullis A is lowered across the open archway leading into the large hall.

B: The Gauntlet Hall

The Gauntlet Hall is a very large room made out of a large room and two small room sections. The internal walls are ignored, and the Heroes and monsters may move between the floorplan sections at will.

The lowered Portcullis A blocks line of sight for missile fire, but does not obstruct the casting of spells. The Rat Ogre, Beastmaster and Gutter Runners do nothing until the Heroes lift the portcullis and enter the Gauntlet Hall. If a Hero harms any Skaven with a magic spell, the Skaven Gutter Runners and Beastmaster run from the Gauntlet Hall through the raised portcullis, lowering it behind them, and escape to level 5. The Rat Ogre, unattended by the Beastmaster, runs amok.

If the Heroes discover Secret Door C and use Secret Passage F to sneak up behind the Skaven in the Gauntlet Hall, the Heroes gain surprise automatically.

When Heroes enter the Gauntlet Hall, the Rat Ogre runs forward to attack them while the Beastmaster stands and squeaks commands at it. The Gutter Runners cast sling bullets at the approaching Heroes, then defend themselves with swords in hand-to-hand combat. Rat Ogre ears are worth 10GC to the Imperial League.

Squares marked with Crossfire symbols (see map key) trigger a Crossfire Trap. The Skaven know about the traps and avoid the triggers but the Rat Ogre is too stupid; in running forward to attack the Heroes, the Rat Ogre may well trigger a Crossfire Trap or two. At the end of the first turn in which a Crossfire Trap has been triggered, the Skaven in Secret Rooms D & E open their secret doors and charge into the combat.

C: Secret Door

Secret Door C permits access to Secret Passage F. A Hero searching for secret doors discovers this on a roll of 7 or more.

D & E: Secret Rooms

A Hero searching for secret doors will discover them on a roll of 7 or greater. Secret Room D contains a Poisoned Wind Globadier and five Skaven Warriors. Secret Room E contains a Skaven Champion and five Skaven Warriors. Occupants of these secret rooms emerge and move to attack the Heroes at the end of any turn when the first Crossfire Trap is triggered.

If the Heroes have not set off a Crossfire Trap when they open a secret door to a secret room, they automatically surprise its occupants; ignore the monster locations indicated on the map and use the normal procedure for placing surprised monsters.

None of the occupants of either secret room or the Gauntlet Hall will come to the aid of the surprised secret room occupants, but the GM may use wandering monsters and ambush dungeon counters as usual.

F: Secret Passage

This secret passage is not guarded.

G: Portcullis

This portcullis remains raised unless the Skaven in the Gauntlet Hall run away after being attacked with magic. The Skaven Sentry here sounds the alarm if he sees the Heroes approaching through Secret Passage F.

LEVEL FIVE: THE KINHEARTH

The Kinhearth is the social centre of the Dwarven colony. The Kinhall is a large eating and meeting hall, usually with high arched ceilings and decorated with mosaics, statuary, ornamental stonework and other products of Dwarven High Craft, though Durrag-Dol's Kinhall, built during the grim 500-Years-War and never completed, is sparse and unadorned. Here the Earl and his court celebrate the great feast days and give weekly audience to clan concerns and grievances. The rest of the time the Kinhall is a gathering place for the clan elders, a social centre, and an informal school and nursery for clan youth.

Beyond the Kinhall lie the Ancestor's Hall, the Earl-King's Hall and Hearth, and the quarters of the Clan Hearthguard.

The Ancestor's Hall itself is the residence of the clan priests and a shrine and repository for the clan genealogies, records, and chronicles maintained by the clan priesthood. The Temple of the Living Ancestor holds the clan altars and is the centre of clan worship. In Durrag-Dol the temple contains two altars: one dedicated to Clan Durrag's Living Ancestor and one dedicated to Grungi, the Dwarven patron deity of mining.

The Earl-King's Hall is the public workspace of the Earl, where he may confer with his advisors and clan chiefs. The Earl-King's Hearth is the residence of the colony's Earl and his immediate family. The Hearthguard is the barracks of the noble Dwarven warriors chosen as the full-time personal guard of the Earl.

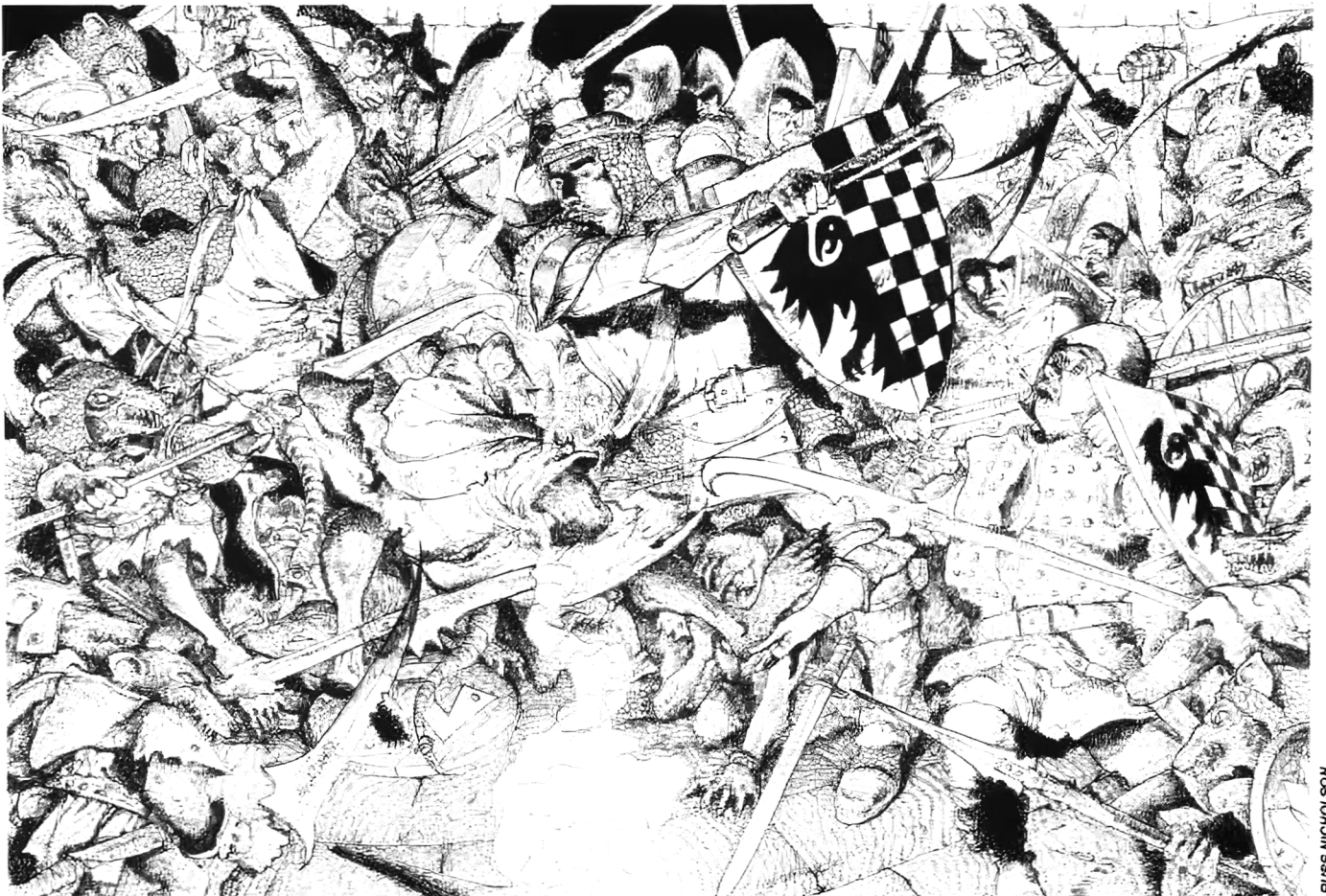
The current Skaven occupants of Durrag-Dol, wary of Dwarven magics, traps and curses, do not enter the Earl-King's Hearth or the Ancestor's Hall, and have not located the secret door to the Temple of the Living Ancestor.

The Skaven use the Kinhall much as would the Dwarves, as a gathering place. One of the former clan hearths nearby is occupied by a Clan Mors Skaven household ruled by the Warlord Shaffat. The Clan Mors Slavemaster and slaves reside in the other former clan hearth.

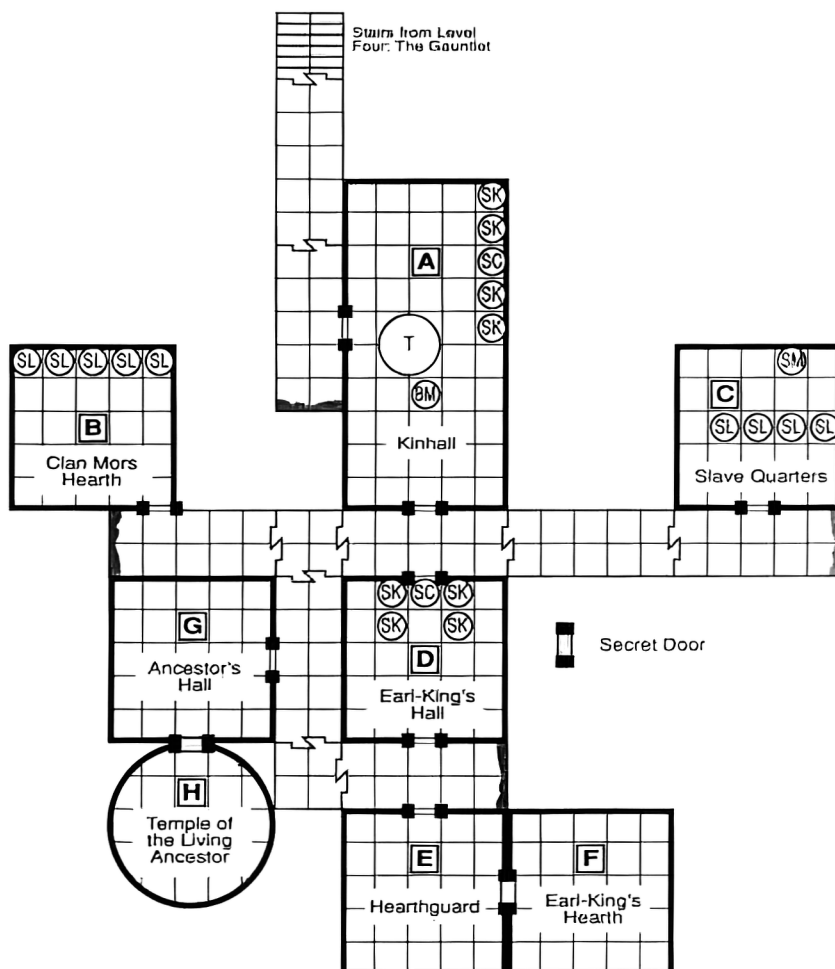
The albino sorcerer Tsekkaz lives in the former Hearthguard barracks, while his personal guard and private slaves live in the former Earl-King's Hall.

Skaven Characters

When the Heroes enter level 5, take the Clan Skryre White Skaven Sorcerer character monster counter to represent the Wizard Tsekkaz. This counter, and the counters representing Assassin Kheewyzz and Warlord Shaffat, if they are still alive, may be played at the beginning of the Gamesmaster phase of any combat turn.



THE TROLLSLAYER'S OATH



KINHEARTH MAP KEY

A: The Kinhall

Read the following when a Hero opens the door and looks into the Kinhall.

A large chamber opens out before you. The vaulted ceiling rises out of sight into the dimness above. From the two large open fireplaces along the walls, you recognize this room as the Kinhall, the main chamber of the Kinhearth complex – the heart of a Dwarven colony.

Through the door across the room must lie the Ancestor's Hall Kili says you're looking for. But maybe you'd better deal with the occupants of the room first.

In the centre of the room you see an armed, armoured and disciplined unit of Skaven led by a fierce Skaven Champion. Beside these ratmen looms the towering bulk of a huge Troll – a hideous figure with gnarled, warty green skin – and standing beside him is a Skaven with a whip and goad.

If Kili accompanies the Heroes, read the following:

Kili bellows, "Troll! Out of my way!" as he shoves through the door past everyone to get first shot at the Troll. As he struggles to push his way into the room he adds, "Rat with whip – Clan Moulder Beastmaster. Get him, and Troll goes mad!" And, of course, as soon as he can, Kili goes berserk and charges into the hall to attack the Troll.

Skaven, Troll, and Beastmaster

The Beastmaster sends the Troll to block the door if the Skaven win surprise. Otherwise the Beastmaster does his best to keep the Troll between the Heroes and himself.

Troll ears are worth 10GC to the Imperial League.

B: Clan Mors Hearth

Once occupied by the common families of the Dwarven colony, this hearth is the home nest of the Warlord Shaffat and his warriors. The Warlord and his warriors are not present, having been encountered elsewhere, but several juveniles are hiding here. These fight as Skaven slaves – that is, they avoid fighting (like Skaven Slaves).

C: Slave Quarters

The Skaven Slavemaster cowers here behind his slaves. When the Heroes open the door to this room, the Slavemaster orders his Slaves to attack the Heroes. If the Slavemaster is slain, the Slaves immediately cease fighting and attempt to escape.

D: The Earl-King's Hall

Read the following when a Hero opens the door:

As you open the door you find yourself face-to-face with a Skaven Champion and four Clanrat Warriors.

If Kili accompanies the Heroes, read the following:

Kili says, "Earl-King's Hall. Hearthguard and Earl's Hearth beyond far door." And Kili goes berserk and attacks.

E: The Hearthguard Barracks

The only interesting feature of this room is a great, downy nest in one corner filled with soft fur and delicate cloths,

If Kili accompanies the Heroes, read the following:

Kili says, "Skaven wizard nest. Watch out plenty – trapped, you bet, but treasure plenty."

The White Sorcerer Tsekkaz has placed a Shock Trap on his nest. If Kili has warned the Heroes, they get +2 to their chance to spot the trap.

The treasure in the nest is: 4 Healing Potions, 300 GC and a Magic Wand of Courage (usable only by a Human, Dwarf or Elf)

F: The Earl-King's Hearth

Read the following when a Hero opens the door:

Little remains in this room but charred fragments of furniture and wall hangings. The dust lies thick on the floor and the air is stale.

If a Wizard enters the room, read the following:

You feel the disturbances of magical forces in this room. When you close your eyes for a moment and concentrate, you sense an intense aura of power in the air before you and hear an unearthly, rasping, high-pitched hissing sound like steam escaping from a tight-lidded boiling pot.

If Kili accompanies the Heroes, read the following:

Kili says, "Earl-King's Hearth. Nothing left. I think curse guards this place, no Orcs can loot it, so Orcs burn it for spite, filthy beasts. (Ptui.)"

Kili is silent for a moment, then he says, more to himself than anything, "Was long, long time ago." And he turns away quietly from the door and leaves.

Any being entering this room who is not of Clan Durrag suffers the effects of a Mindstealer Trap.

Note that the Heroes may become members of the clan if they are successful in this quest (see *Leaving Durrag-Dol*).

Most of Clan Durrag treasures were lost with the Durrag in the Elf ambush millennia ago. All that remains here are a few gold coins in a charred oaken chest – the remnants of the clan treasury not yet spent when the Goblins finally overran the colony. Roll 1D12 and multiply by 10 to determine the remaining coins in the treasure chest.

G: The Ancestor's Hall

Read the following when a Hero opens the door:

The dust lies thick on the floor of this room. Dozens of small stone slabs set into the wall bear lengthy inscriptions in Archaic Khazalid and are decorated with carved faces, domestic and dramatic scenes and elaborate runic patterns.

If Kili accompanies the Heroes, read the following:

Kili says, "Ancestor Hall. Few men or long-ears – no offence – have seen one."

To enter the Ancestor's Hall, all Heroes must test as if in the death zone of a Fearsome monster. If the test against Bravery is successful, the Hero may enter the room. If the test fails, the Hero cannot enter the Hall unless he spends a Fate Point. Kili automatically passes this Bravery test.

If Kili accompanies the Heroes, read the following when he has entered the Ancestor's Hall:

Kili says, "Behind stone slabs you find stacks of thin stone tablets with histories and records of Clan Durrag and all low-clans and families.

We bring records to Imperial League Council for the Archives. Clan Durrag and Durrag-Dol not need any more, and... well... priests say good to read and remember lost clans, honour the lost ones, said and true.

"Now," Kili says, looking around the room carefully. "We look for secret door to Temple."

Superstitious fear kept the Skaven from entering this room. With Kili's aid, the Heroes automatically find the secret door to the Temple of the Living Ancestor.

Without Kili's help, each Hero may roll 1 dice once; a roll of 7 or greater discovers the secret door.

If the Clan Durrag histories and records are delivered to the Imperial Dwarf League Council, in gratitude the Imperial Dwarfs swear an oath to provide one free Resurrection of any dead Hero. This promise is only good once and only for one Hero.

H: Temple of the Living Ancestor

Read the following when a Hero opens the door:

The dust lies thick on the floor of this circular room. One altar with a statue of the Dwarven god Grungi is on the far wall. In the centre of the room a slab of marble ornamented with precious stones and delicately-sculpted Dwarven faces rests on a low, rough-hewn dais of bedrock.

If a Wizard enters the room, read the following:

You feel the presence of strong but subtle magical forces in this room. You sense a rich, deep, complex aura of power in the air. You hear what sounds like an army of whispering monks chanting in some unfamiliar language, the rhythm of their chant slow and sad.

The voices seem to be coming closer, growing louder, and louder, and louder...

If Kili accompanies the Heroes, read the following:

Kili steps forward, places the magic hammer Sognirstane upon the central altar, kneels, and speaks the following words:

"I kneel in deep respect, Living Ancestor. I, Kili Thekkrrson, dedicate this Hammer, Sognirstane, heirloom of Clan Durrag, to the ancestors of Clan Durrag, and to the restoring of the First Dwarven Empire. I swear to myself and my ancestors a humble oath: if given your blessing, I shall turn this treasure to the great works of all Dwarfs, to the honour of the Ancestors and All-Father, and to the glory of all clans and hearths."

If Kili or a Hero places Sognirstane on the altar, read the following:

For a moment, the air is still. There is no motion. In this timeless moment the faces of the altar glow, and there is a great presence in the room, invisible, but palpable as breath on the back of your necks. A choir of hoarse, whispering voices seems to ring in echoes from the arched dome over your head, saying:

"You have our blessing. Go forth and honour our clan with your oath, and when you share our treasure, speak the name of Durrag so that all may know and remember."

The central altar is the Altar of the Living Ancestor. Any treasure from Durrag-Dol, including the Hammer Sognirstane, which is placed upon this altar and dedicated to the memory of Clan Durrag and the restoration of the former glory of the Dwarven Empire may be taken from Durrag-Dol without incurring the Curse of the Living Ancestor.

The precious stones set into the Altar of the Living Ancestor are worth 1000 GC. Anyone who defiles this sanctuary by looting the altar shall suffer eternally the Curse of the Living Ancestor.

LEAVING DURRAG-DOL

If the Heroes succeed in delivering Sognirstane to the Altar of the Living Ancestor, each gains 1 Fate Point.

If the Heroes deliver Sognirstane, and they have slain or otherwise removed every Skaven from Durrag-Dol, and if they have not plundered Dwarven treasures without dedicating them on the Altar of the Living Ancestor, each Hero is awarded 2 Fate Points. In addition, when they leave Durrag-Dol, the spirit presence of the Living Ancestor appears to them and speaks the following:

As you emerge from the halls of Durrag-Dol, a sphere of radiant light forms before you. Within this sphere of light, hundreds of Dwarven faces seem superimposed upon one another, and a voice with the resonance of a thousand echoes and harmonies rings in your ears.

"No Durrag lives to bear the Durrag name, to honour the Durrag heritage, or to share the Durrag inheritance. By cleansing these halls of the shame of conquest, you have earned the right and duty to take into your hands and heart the Durrag Clan."

"Henceforth with honour you may append Durrag to your called-name and may enjoy the hospitality of the Dwarven hearth as a Clan Warrior. The hearths of Durrag-Dol are now your hearths. May your clans increase in high regard and prudent wealth."


Curse of the Living Ancestor

A Hero who leaves Durrag-Dol with treasure looted from a Dwarven tomb must have sworn on the Altar of the Living Ancestor to dedicate that treasure to the restoration of the Dwarven Empire, or upon leaving must immediately present that treasure to the Imperial Guild. Otherwise that Hero loses one Fate Point permanently. The Living Ancestor of Durrag-Dol is still a powerful spiritual presence and his curse lies heavy on any who would plunder the burial goods of the clan.


MONSTER REFERENCE CARDS


These monster reference cards (along with those in the Advanced Heroquest rulebook) give you the profiles for all the monsters encountered in Durrag-Dol. You can also include any of these monsters in future quests that you write yourself.

CLAN ESHIN ASSASSIN KHEEWYZZ	WSBS S T Sp Br Int W PV
	9 9 5 7 12 9 7 4 8
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 2 2 2 2 3 4 5 6 7 8 9 10 3
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Poisoned dagger (counts as a sword)	

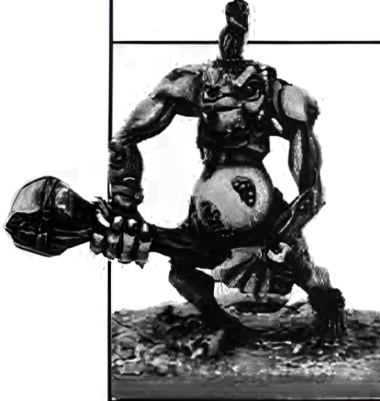
CLAN MORS WARLORD SHAFFAT	WSBS S T Sp Br Int W PV
	8 5 7 8 9 9 7 4 6
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 2 2 2 3 4 5 6 7 8 9 10 10 6
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Magic Halberd (Fumble 1-2, Critical 11-12)	

CLAN SKRYRE SORCEROR TSEKKAZ	WSBS S T Sp Br Int W PV
	5 7 5 5 10 6 10 4 10
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 3 4 5 6 7 8 9 10 10 10 10 1
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Dagger, Ring of Magic Protection, Black Hand of Death (see Character Monsters earlier) - Spells: Choke x 1, Flaming Skull of Terror x 1, Fireball x 2	

SKAVEN BEASTMASTER	WSBS S T Sp Br Int W PV
	7 5 6 6 10 7 5 3 3
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 3 4 5 6 7 8 9 10 10 10 10 3
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Leather Armor, Poisoned whip (as axe or warhammer, except fumble on 1-2 and critical on 11-12, specialist weapon can't be used by Heroes)	

RAT OGRE	WSBS S T Sp Br Int W PV
	7 3 8 8 7 8 4 7 7
	HAND-TO-HAND COMBAT
	WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam
	Hit 2 2 3 4 5 6 7 8 9 10 10 6
	RANGED COMBAT
	Range 1-3 4-12 13-24 25-36 37+ Max Dam
Hit	
EQUIPMENT / NOTES	
Fights with claws and fangs. Fearsome monster. Large monster. May Run Amok without Beastmaster	

CAVE TROLL



WSBS S T Sp Br Int W PV

5 1 9 9 7 4 3 9 9

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 7

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Fights with claws and fangs. Fearsome monster. Regenerates. May Run Amok without Beastmaster

SKAVEN SLAVEMASTER



WSBS S T Sp Br Int W PV

7 5 5 5 10 6 5 3 3

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 3

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Poisoned whip (as axe or warhammer, except fumble on 1-2 and critical on 11-12; specialist weapon can't be used by Heroes)

SKAVEN SLAVE



WSBS S T Sp Br Int W PV

5 5 5 7 11 5 5 3 .5

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 1

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Unless a Slavemaster is within six squares or in line of sight, a Slave must roll his Bravery or less or run from combat

SKAVEN GUTTER RUNNER



WSBS S T Sp Br Int W PV

5 6 5 5 10 6 6 3 3

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 3

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Sword, Sling, +1 to surprise

MONSTER MATRICES

LAIRS MATRIX

D12	Occupants	Treasure
1	4 Warriors	40 GCs
2	2 Warriors and 1 Champion	40 GCs
3	5 Warriors	50 GCs
4	3 Warriors and 1 Sentry	50 GCs
5	6 Warriors	60 GCs
7	2 Warriors and 2 Champions	60 GCs
8	1 Slavemaster and 8 Slaves	80 GCs
9	6 Warriors and 1 Champion*	80 GCs
10	2 Gutter Runners and 1 Champion*	80 GCs
11	4 Warriors and 1 Warlord*	100 GCs
12	2 Champions and 1 Warlord*	100 GCs

* If you rolled 9-12, also roll on the following special matrix. If extra Skaven are rolled up, add them to those in the Lair.

D12	Additional Occupants
1-6	None
7-8	1 Slavemaster and 6 Slaves
9	2 Gutter Runners
10	1 Warfire-Thrower Team
11	1 Jezzail Team
12	1 Beastmaster and 1 Rat Ogre

WANDERING MONSTER MATRIX

D12	Wandering Monsters	Treasure
1-2	1 Sentry	30 GCs
3-4	1 Gutter Runner	30 GCs
5-6	4 Warriors	40 GCs
7-8	1 Slavemaster and 2 Slaves	40 GCs
9	5 Warriors	50 GCs
10	3 Warriors and 1 Champion	50 GCs
11	1 Slavemaster and 6 Slaves	60 GCs
12	2 Gutter Runners and 2 Warriors	80 GCs

QUEST ROOMS MATRIX

D12	Occupants	Treasure
1	3 Champions and 1 Warlord	120 GCs
2	6 Warriors and 3 Champions	120 GCs
3	6 Warriors and 1 Warlord	120 GCs
4	4 Gutter Runners and 1 Champion	140 GCs
5	4 Champions and 1 Warlord	140 GCs
6	8 Warriors and 3 Champions	150 GCs
7	3 Warriors, 3 Champions and 1 Warlord	150 GCs
8	8 Warriors and 4 Champions	160 GCs
9	3 Gutter Runners, 1 Beastmaster and 1 Rat Ogre	160 GCs
10	8 Warriors, 1 Beastmaster and 1 Rat Ogre*	180 GCs
11	3 Champions, 1 Beastmaster and 1 Cave Troll*	180 GCs
12	8 Warriors, 1 Beastmaster and 1 Cave Troll*	200 GCs

If you rolled 9-12, also roll on the following special matrix. If an additional occupant is rolled up, add it to those in the Quest Room.

D12	Additional Occupants
1-6	None
7	1 Slavemaster and D12 Slaves
8	1 Warfire-Thrower Team
9	1 Jezzail Team
10	1 Rat Ogre
11	3 Gutter Runners
12	1 Cave Troll

Note: all Gutter Runners in these matrices are armed with slings.